

**CLAIMS:**

What is claimed is:

1. A gaming machine for conducting a wagering game, comprising:  
a memory structure for storing an audio file associated with the wagering  
5 game, the audio file including a marker and an audio sequence; and  
a controller operative to play the audio sequence and initiate a game-related  
event in response to detecting the marker, the event being pre-  
associated with the marker.
- 10 2. The machine of claim 1, wherein the memory structure includes an association  
table having the marker and the event associated with the marker, the controller  
referring to the association table to identify the event to be initiated in response to  
detecting the marker.
- 15 3. The machine of claim 1, wherein the event is selected from a group consisting  
of playback of another sound file, presentation of a bitmap (.BMP) file, playback of  
an animation file, and activation of a mechanical feature.
4. The machine of claim 1, wherein the event includes an animation sequence  
20 involving movements of a character's mouth.
5. The machine of claim 1, wherein the audio file is formatted as a wave (.wav)  
file, the marker being an audio cue point embedded within the wave file.
- 25 6. A gaming machine for conducting a wagering game, comprising:  
a memory structure for storing an audio file associated with the wagering  
game, the audio file including a plurality of markers and a plurality of  
audio sequence interlaced between the markers; and  
a controller operative to successively play the audio sequences and initiate  
30 game-related events pre-associated with the respective audio sequences  
in response to detecting the respective markers.

7. The machine of claim 6, wherein the memory structure includes an association table having the markers and the events associated with the respective markers, the controller referring to the association table to identify the events to be initiated in response to detecting the respective markers.

5

8. The machine of claim 6, wherein each event is selected from a group consisting of playback of another sound file, presentation of a bitmap (.BMP) file, playback of an animation file, and activation of a mechanical feature.

10 9. The machine of claim 6, wherein at least one of the events includes an animation sequence involving movements of a character's mouth.

10. A method of conducting a wagering game, comprising:  
 storing an audio file associated with the wagering game in a memory structure,  
 15 the audio file including a marker and an audio sequence; and  
 playing the audio sequence and initiating a game-related event in response to  
 detecting the marker, the event being pre-associated with the marker.

11. The method of claim 10, wherein the memory structure includes an association  
 20 table having the marker and the event associated with the marker, and further  
 including referring to the association table to identify the event to be initiated in  
 response to detecting the marker.

12. The method of claim 10, wherein the event is selected from a group consisting  
 25 of playback of another sound file, presentation of a bitmap (.BMP) file, playback of  
 an animation file, and activation of a mechanical feature.

13. The method of claim 10, wherein the event includes an animation sequence  
 involving movements of a character's mouth.

30

14. The method of claim 10, wherein the audio file is formatted as a wave (.wav)  
 file, the marker being an audio cue point embedded within the wave file.

15. A method of conducting a wagering game, comprising:

storing an audio file associated with the wagering game in a memory structure,  
the audio file including a plurality of markers and a plurality of audio  
sequence interlaced between the markers; and  
successively playing the audio sequences and initiating game-related events  
5 pre-associated with the respective audio sequences in response to  
detecting the respective markers.

16. The method of claim 15, wherein the memory structure includes an association  
table having the markers and the events associated with the respective markers, and  
10 further including referring to the association table to identify the events to be initiated  
in response to detecting the respective markers.

17. The method of claim 15, wherein each event is selected from a group  
consisting of playback of another sound file, presentation of a bitmap (.BMP) file,  
15 playback of an animation file, and activation of a mechanical feature.

18. The method of claim 15, wherein at least one of the events includes an  
animation sequence involving movements of a character's mouth.